



The new committee

Andrew Breeden

Ward Horsfall

Jeff Kirkland

Blaz Segavac

Chris Quonoey

Jim Lewis

Peter Barton

Arnie Robbins

Alison ApRhys

Chris Tremelling

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AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at: **527 1995**

Membership

Membership of the Amiga Users Group is available for an annual fee of \$30. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for \$30 to the address above.

Disk and Book Library

AUG has an extensive collection of Amiga Related Books, Magazines and Tapes. Disks from our Public Domain library are available for \$2 each on your own disks or for \$4 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this Journal and a catalog disk is available.

Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. MVB Croydon and Computer Magic Moonee Ponds offer good deals while Maxwells of Abbotsford offer 10% off all software.

The Bulletin Boards

The AUG operates Bulletin Boards devoted to the Amiga. They can be accessed 24 hours a day on the numbers listed below: Parameters should be set to 8 data bits, 1 stop bit and no parity.

AmigaLink-I = 792-3918
Ratz = 553-0305
Amiga Central

Line 1 (2400/9600) = 376-3887
Line 2 (2400/9600) = 376-7375
Line 3 (300/1200/2400) = 376-6385

Club Events

Sunday Sept. 20- Holmesglen meeting
Monday Sept. 21- Music SIG meeting
Tuesday Sept. 22- SEAUG meeting
Monday Sept. 28- NWAUG meeting
Monday Oct. 12- NWAUG meeting
Tuesday Oct. 13- SEAUG meeting
Sunday Oct. 18- Holmesglen meeting
Monday Oct. 19- Music SIG meeting
Tuesday Oct. 20- Art SIG meeting

An entry fee is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Back issues are also available at meetings.

Workbench Contributions

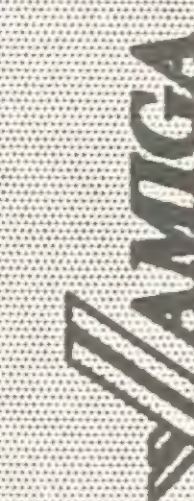
Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadline for articles is the first week of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to available space. Contact the Editor or Advertising Manager for rates and conditions.



Workbench

Number 75 September 1992



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Image enhancement by Arnie Robbins

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Software

Pagestream 2.2
Art Department Pro

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KwikKopy Highett

New Broom

As this is my first month as editor and having gone through the trauma associated with the birth of a magazine, I believe I can appreciate the time and effort Ashley has put into Workbench. I would like to take the opportunity to thank him for this. I also feel this would be a good time to state objectives of this magazine.

The magazine is of course written for the members of the Amiga Users Group. It is also put together by these same members. Most importantly it is in a large part written and illustrated by these members. If you're wondering who these members are let me give you a clue. It is also read by these members.

While the magazine has the polished look you will find in anything that has sufficient time and resources plowed into it, any contributions or comments are welcome, even criticism will be taken into account. Contacting us is possible either through the Workbench echo on Amiga Central or through any of the methods described on the page to the left. Try reading it someday. It's not just there to fill in space.

OK, that's enough of the dreary bits (sorry Ashley) and it's time to look to the future.

Over the next few issues you will see some changes in the magazine. One of the most significant will be the introduction of a page specifically for club events. If you are planning activities for other members, anything from the current SIG meetings to a BBQ for all lefthanded users of WB 1.2, let us know and we will include it in the appropriate place.

I suppose being new to Workbench I may have spent a little more time on the magazine aspects than the news. "When do we get a mention!" I hear the committee yell. OK. For all the committee members and others interested, turn the page and you will find out a little about who were voted in at the last AUG meeting.

Eric

The Amiga Users Group Committee

Co-ordinator	- Peter Barton	850 9250
Ass. Coordinator	- Jim Lewis	018 392099
Secretary	- Andrew Breeden	525 8136
Membership	- Jeff Kirkland	528 2573
Treasurer	- Arnie Robbins	808 0551
Meeting Chair	- Ward Horsfall	596 3443
Book Library	- Ross Johnson	824 7026

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Amiga Central	- Gary Gajic (7pm - 9pm)	376 4378
A-link 1	- Bohdan Ferens	792 1138
Workbench	- Eric Fillisch	544 9230
Advertising	- Paul Jenner	360 0257

A.U.G. Help-Network

Here is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you want to help and have your name listed here please contact the Editor. They are not listed in any order or priority. Please **keep contacts to reasonable hours** (6 - 9 pm unless otherwise noted) and remember the basis of this service - they are volunteers.

Introduction to the Amiga / Prowrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga; A/C & AMOS Basics	Bill Jordan	- 417 3521
C(Introductory), Professional Page	Mal Woods	- 888 8129
C (Advanced)-AZTEC	Andrew Gelme	- 645 1744
C (Advanced)-LATTICE, TeX	Eric Salter	- 853 8857
Amiga Art, Music	Norm Christian	- 798 6552
Music, Audio Sampling, MIDI	Neil Rutledge	- 555 6870
Beginners Help Line	Russ Lorback	- 802 9333
Superbase, Bridgeboard	George Wahr	- 376 6180
A1000	Lester McClure	- 803 5664
Graphic Arts - DPaint, Sculpt, etc	Joe Santamaria	- 383 3509
Modula-2	Peter Evans	- 584 2765

Committee by Lester McClure

At the August Annual General Meeting a new committee was elected to manage AUG for the next 12 months. They wish to pass on their appreciation for the efforts of the retiring committee members. The outgoing committee had made several difficult decisions during the last year and have set the group on a stable path in to the future. The tasks ahead will be much easier as a result of their efforts. **THANKYOU!**

The 1992/1993 committee comprises :

Peter Barton (Co-ordinator) Peter has been the club Membership Officer for the past 2 years and is well aware of club and committee activities. he is keen to take on problems he has seen but not had time to deal with because of his other duties.

Jim Lewis (Assistant Co-ordinator) Jim has been a member of AUG for several years and regularly attends Sunday meetings. He has decided to make a contribution towards management of the group and is very approachable, so talk with him regarding any suggestion you may have about how AUG could better meet the needs of it's members.

Ward Horsfall (Meeting Chairman) Ward is another new face on the committee and is keen to liven up the monthly Sunday meetings. He is interested to hear about things you would like to see happening at monthly meetings, make sure you let him know.

Andrew Breeden (Secretary) Andrew has taken on the position of secretary and associated role of AUG Public Officer. He has intends to produce a monthly report on committee activities derived from meeting minutes, hopefully they can be published to help keep all general members informed.

Arnie Robbins (Treasurer) A step back from his public image as "Meeting Mouth", Arnie has taken over the management of AUG finances. He intends to still help out with monthly meeting organisation and will hopefully appear more often wearing his "Software Buyer Service" hat.

Keff Kirkland (Membership) Jeff is a fairly new member of AUG but has experience with organising other user groups. He is interested in any schemes you may have to promote AUG and increase our group membership.

General Committee Members:

- | | |
|------------------|--------------------------------------------------------------------------------------------|
| Alison Aprhys | - Brings experience in marketing and fundraising into the group. |
| Chris Quonoey | - Active SEAUG member and operator of Crazy Diamond BBS. |
| Blaz Segavac | - Very enthusiastic and keen to promote the Amiga in general. |
| Chris Tremelling | - Previously the Secretary, Chris provides a link between the past and current committees. |

Auction by Arnie Robbins

Were you at the AGM? Did you stay for the auction afterwards?

Well if you missed the auction you missed some GREAT bargains.

We all know that money is tight at the moment but some of the prices accepted for items are almost unbelievable. "Wot waz dere?" I hear you ask. "Wot did I miss? I wud ov gone but didn't wantto sit through a boring ole AGM" or "I might av gutton lekted".

Some of the choicer bargains included:-

An HP150 Touch-Screen computer with twin 3 1/2" floppies

including HP ink jet printer sold for \$45.00. I have been told that this computer introduced the 3 1/2" floppy to the world in 1984 and sold then, without the printer for \$5700.

Several 12V Gel Cell batteries used for less than 2 months worth over \$90.00 each sold for \$10.

A2091 SCSI controller with a 52Mb Quantum drive sold for \$325. (FYI discount street price on the bare drive is \$475-500).

A couple of desktop computer cases with large power supplies sold for about \$5 each.

Several working dot matrix and

an ink jet printer sold for less than \$15 each.

A working Terminal complete sold for about \$10.

Turbo-Silver with Terrain sold for \$30 and this included all the manuals and packaging.

An Avtek 2400 auto everything modem sold for \$150.

Several 8" alarm bells sold for \$5 each (I got one).

A fire control panel with regulated power supply and lots of switches and knobs and meters in a locking heavy duty box sold for \$10 (I bought that).

Plus there were lots and lots more. But you missed it. Too bad. There is always next year.

**TOTAL AMOUNT RAISED
WAS CLOSE TO \$600.**

Espresso Boot Disk

- Another Cup ?

by Rob Pemberton

AS AN AMIGA owner (and hence a special breed of computer user) I'm sure you'll agree that time is too valuable to yawn through the typical minute or so imposed on every Amiga owner when booting up.

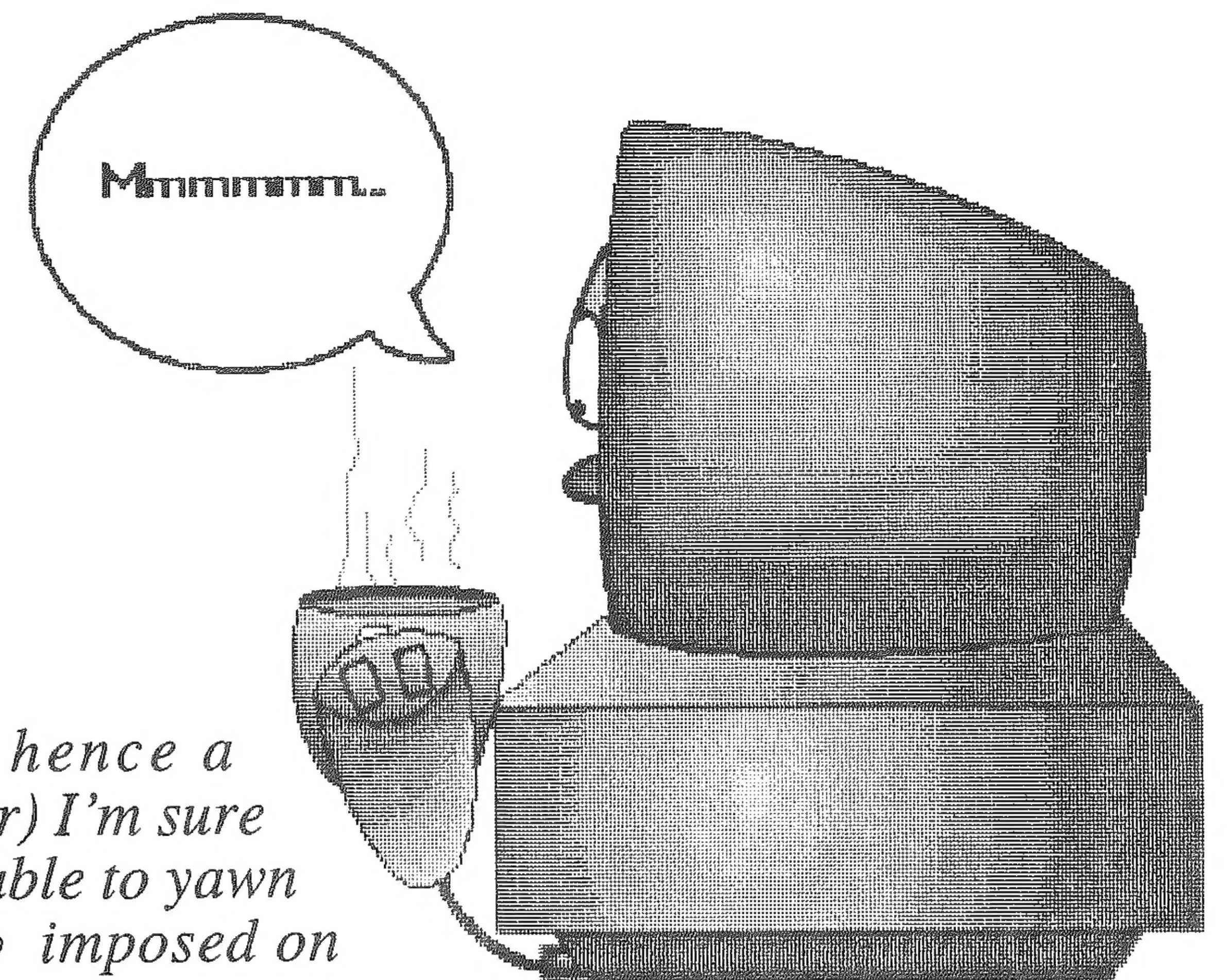


illustration by Nathan Mitchell

The main culprit in determining this access time are the contents of the startup-sequence file which resides in the "s" directory along with the CLI-startup and Shell-startup files. The latter two scripts govern the format in which CLI and SHELL will operate on your system. However, without the startup-sequence you won't be able to boot up to begin with.

MOST IMPORTANT!

Before pruning this file make sure you're working on a copy of the original 1.3 system boot disk that came with your Amiga.

The easiest method of rewriting any short file is to load it first through the system editor. Boot up the 1.3 disk and click twice on the Shell icon in the System drawer. At the > prompt type

```
ED S:STARTUP-SEQUENCE
```

and you'll soon see a collection of commands and comments that configure the computer each time it's turned on.

I'll now show you an elegant method of pruning this file - delete every line by pressing ESC and D keys until the whole thing is empty!

Rob's previous article on espresso boot disks appeared in the May edition of Workbench.

Don't worry, we'll now add the necessary commands to get you up and running by typing in the following

```
C:SETPATCH
ECHO"ESPRESSO BOOT DISK"
ADDBUFFERS DF0; 10
RESIDENT CLI L:Shell-Seg SYSTEM PURE ADD
MOUNT NEWCON;
SYS:SYSTEM/SETMAP gb
PATH RAM; C:SYS:SYSTEM ADD
LOADWB
ENDCLI >NIL;
```

Save this file by pressing the ESC and X keys and you have a brand new startup-sequence.

Let's look at the file a little closer. The first command SETPATCH came with 1.3 operating system and cures some well-known bugs in AmigaDOS. It's not essential but useful. To avoid spurious messages occurring on the screen you could redirect output by typing C:SETPATCH >NIL: (This is a null device otherwise known as the AmigaDOS black hole).

ECHO is the AmigaDOS equivalent to the Basic PRINT command and simply prints any text within quotation marks to the screen. When followed by two quotation marks together the command creates a blank line and you can always insert lines, asterisks, hyphens etc to jazz up the screen.

The ADDBUFFERS command puts aside 512 byte chunks of memory which the system uses as a cache, to speed up disk operations. It works in much the same way as printer buffers, and will increase your floppy disk's efficiency (up to a point). A total of 10 buffers - about 5K - have been allocated. Any more is pointless as you get little extra efficiency for the memory used.

The next two lines are optional, depending on whether you use the Shell mode instead of a standard CLI. It therefore makes sense to leave these lines just in case.

SETMAP directs the keyboard setup to a British map rather than American - (I suppose Australian users will need access to a Japanese version before long).

The PATH command sets out the route AmigaDOS will travel to find a command before giving up. The above example includes ram:/c:/sys:system.

Finally, LOADWB will bring up the familiar workbench screen and ENDCLI >NIL: will close the CLI in which the startup-sequence was running if you so choose.

Time to test your new startup-sequence. Reboot your computer. Within 35 seconds you should have your workbench screen ready to go.

Unfortunately though, too quick for a cuppa!

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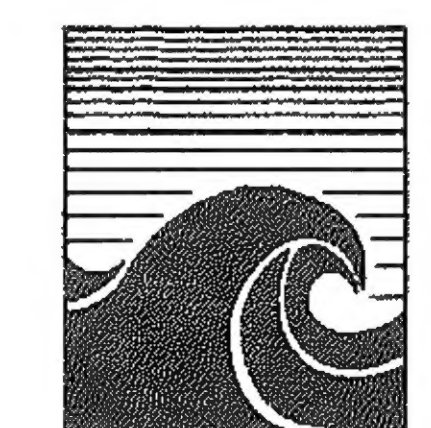
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	*EXCELLENCE V3.0 \$185.00	(AUSTRALIAN VERSION WITH BONUS FONTS)	*SCALA MM2 \$429.00	
	*FINAL COPY V1.4 \$ 99.95	*PRO WRITE 3.2 \$ 99.95	*SUPER JAM \$149.00	
	*HOTLINKS \$104.95	*QUARTER BACK V5.02 \$ 69.95	*VISTA PRO V2 \$109.95	
	*IMAGINE V2.0 PAL \$399.00	*QUARTER TOOLS \$ 84.95	*X-COPY PRO \$ 89.95	
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Getting to know AmigaDOS

by Jeff Kirkland

THIS IS A SERIES of articles for the AmigaDOS beginner. If you've ever heard other Amiga owners speak of things like DOS, CLI, startup-sequences or FFS and gone away wondering if you actually own the same machine they do, this series is for you.

Part 1

Firstly we need some background information and a definition or two.

DOS. A strange word that seems to be used in every second sentence of any computer conversation. It stands for Disk Operating System. Previously, DOS consisted of a few, often cryptic, commands that allowed you to do such tasks as preparing a blank disk, or listing the programs on it. Later, there was a demand for commands that could make life a little easier and do a little more. Today's DOS has dozens of commands covering not only maintaining disk files but also computer configuration. It often includes a script language allowing a series of commands to be executed automatically.

The Amiga has two options for using DOS commands. The first (the one that most people use day to day) is Workbench, the Amiga's Graphic User Interface or GUI. You can open a window, select a file and then run it, move it, rename it or delete it just by using the mouse and the menus at the top of the screen. For many users, Workbench provides as much control of the machine as they need. It is, however, only the tip of the command iceberg.

There are over seventyfive AmigaDOS commands in all. Only fifteen or so of those are available via the Workbench menus under version 2.04 and even less under version 1.3. As you can imagine, this gives us a pretty good reason to use the Amiga's second option for accessing DOS commands - the CLI.

CLI stands for Command Line Interface. To get to the CLI, double-click on the CLI icon on your system disk. A window will open and a command prompt will appear. Users of WB 2.04 should use the SHELL icon to start their CLI.

The SHELL icon is also available to WB 1.3 users, but needs to be configured to run as an optional extra when you boot the disk. If the background programs aren't being run at startup, you will see some error messages in the window. These don't matter. It just means that the SHELL will operate like the normal CLI window. WB2.04 users don't have to worry about this as all necessary SHELL support programs are now built into the machine.

OK, we have a CLI in front of us. Let's use it. Start by taking a look at what's on the disk. To do that we use a command called DIR (short for directory). In these articles I will capitalise all of the AmigaDOS commands, but the CLI is not case sensitive so it doesn't matter what combination of upper/ lower case characters you use. I.E. DIR, dir or dIr will all work. Type in DIR, followed by the Carriage Return or Enter key (from here on <CR>). You should see a list of the programs and drawers on your disk that looks something like this:

```
OFFICE (dir)
NCOMM (dir)
Sidecar (dir)
Sys2 (dir)
T (dir)
UTILS (dir)
```

```
backdrop.info  Disk.info
NCOMM.info     OFFICE.info
Sys2.info       UTILS.info
```

All of the xxxx.info files are the icons that you see on the Workbench. So UTILS (dir) is a drawer (because it has dir after the name) and UTILS.info is its icon.

The DIR command has a few options associated with it. For example, try typing

DIR FILES<CR>.

You should get a list of only the files that are in the current directory. The most used options are:

FILES - only list files

DIRS - only list directories

ALL - list everything in not only the current directory but in all the subdirectories as well.

You can also use combinations of commands such as DIR DIRS ALL to get a listing of all the directories and subdirectories on the disk but not any of the files.

It wouldn't be much use if we could only look at the current directory, so the DIR command allows you specify the pathname that you want to use such as

DIR DF0:

or

DIR DF0:UTILS/OTHERDIR

The Amiga's disk drives are all called DFx: with 0 being the internal drive and 1 - 4 being external drives. If you have an external floppy drive, typing DIR DF1:<CR> will give you a list of files on the disk in that drive. Hard drives are usually called DHx: with 0 being the first drive/partition, 1 being the next and so on.

To stop a directory being listed, hold down both the <CTRL> and <C> keys at the same time.

Having played with the DIR command, let's close the CLI window again. To do this, type ENDCLI <CR>. WB 2.04 users also have the option of using <CTRL><\\> or clicking on the CLI's close gadget.

That's it for this month. Next time we take an in-depth look at all the directory related commands.

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Bulletin Board Systems

Further Information

LAST MONTH we presented an introduction to Bulletin Board Systems. This article provides a further explanation of how Bulletin Boards operate and what services they provide. The information is based on the documentation files for the Paragon BBS software, which at one stage was used on the AUG multi-line BBS - Amiga Central. It is however quite representative of any BBS and provides an introduction to how they operate and what YOU can use a bulletin board for.

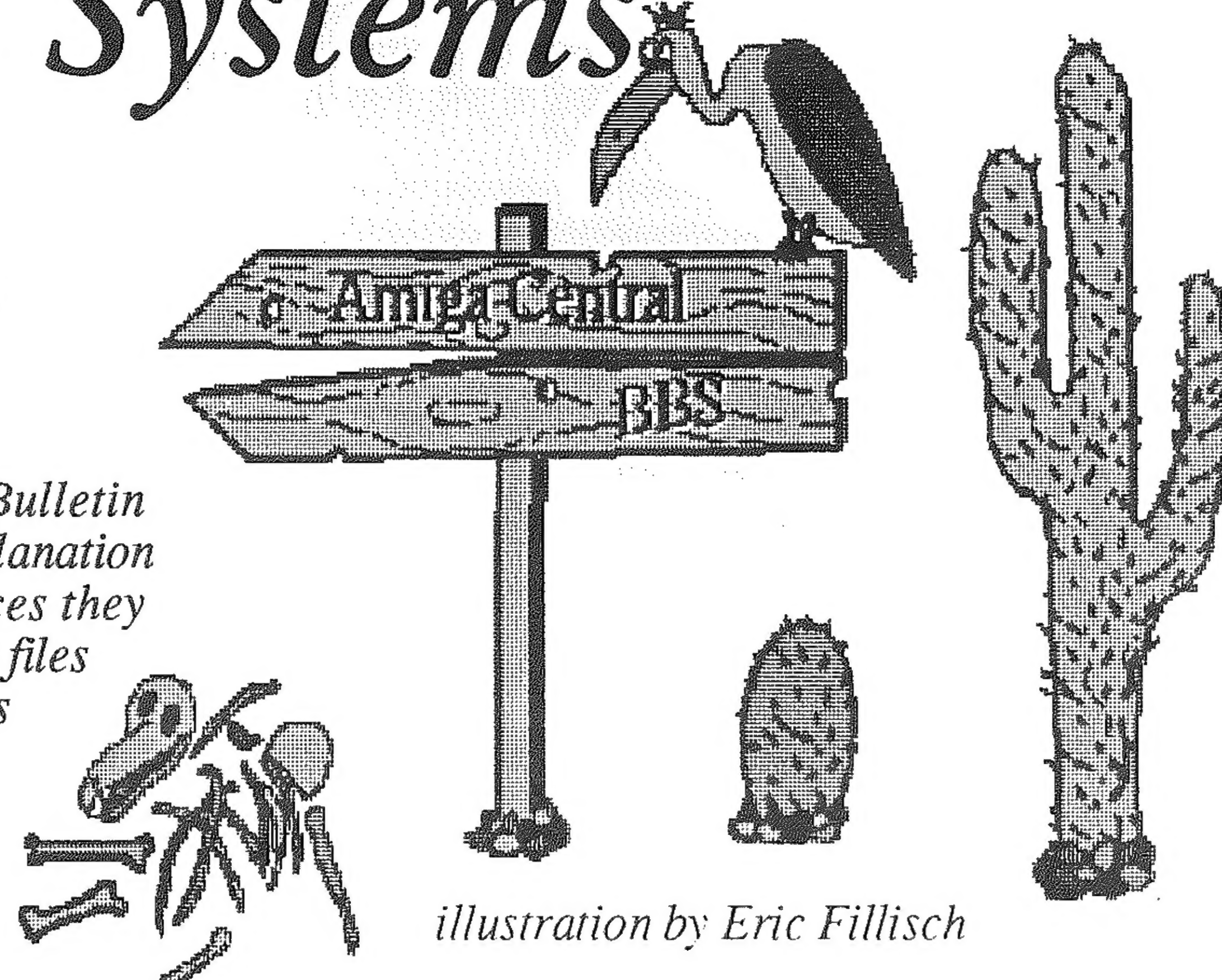


illustration by Eric Fillisch

What Is A BBS?

A Bulletin Board System is a computer which can be accessed by anyone with a modem and communications software for their computer. You can connect your computer to a BBS via a standard telephone line. It's like making a phone call using computer signals instead of your voice. A BBS usually consists of a computer, a hard disk and a modem set up to receive incoming calls. BBSs allow you to interact with a large variety of computers interconnected to form NETWORKS.

You can download public domain files to your computer for your own use. You can leave messages to other people who share your interests or simply learn from the large variety of information they contain.

Message Areas

A message area (section) is a place where users can leave letters or messages to one another. There are many topics ranging from user problems to specialty areas such as graphics, music and word processing. It is one of the largest sources of information available. Messages can be sent between AUSTRALIA, AMERICA and even

EUROPE via networks (discussed later). Don't hesitate to enter messages asking for help. You may be surprised by how many replies you receive.

Message Menu Options

A)rea Change :

This option allows you to change between message areas.

E)nter Message :

This option allows you to enter messages to other users in your current area. Make sure when leaving messages you are in the correct area.

R)ead Messages :

This will allow you to read messages. You can read them in forward or reverse order or read only new messages that you haven't read yet. You can also read MARKed messages. This is explained below.

S)can Messages :

This option allows you to list all messages in a format that only shows who left the message, who the message is addressed to and what the message is about. You can also scan message headers for a particular word. You might want to find all messages on a subject such as MUSIC. The bulletin board will list all message headers that contain "MUSIC". You then MARK those messages you want and use the R)ead Message function to read them.

Networks

Networks are bulletin boards that call each other to exchange messages and files. One of the most widely used networks is FIDO-NET, a large group of bulletin boards spread over four continents. They spread the latest gossip and allow users to converse with one another. They can be the source of a wide variety of information.

University networks are usually large computers permanently connected to one another. One called ACSNET is available to university students and allows the user to connect to very large computer systems in the USA.

Types Of Messages

LOCAL messages are not sent to other bulletin board systems. They may have topics such as MESSAGES TO/FROM SYSOP and would be totally irrelevant to users on other systems.

ECHOMAIL messages (or echoes) are sent to other Bulletin Board Systems connected to the same network. A variety of topics is available, including GRAPHICS, MUSIC, COMMUNICATIONS, MEDIA, DESKTOP PUBLISHING and PROGRAMMING. There may be other, non computer related, conferences available such as PENPALS or COOKING. It is up to the system operator whether these echoes are made available. ▶

NETMAIL message areas are used to send messages from one bulletin board to another specific bulletin board. Unlike echomail, netmail messages are sent like letters. The user writes a network mailing address in the form of a NET/NODE number.

Using The File Section

All files on the BBS must be allowed to be freely and lawfully distributed. These files are usually in three categories:-

Freeware. The files to which the author keeps rights, but allows people to obtain and use free of charge.

Shareware. These files can be copied freely but you are expected to send money if you use the program or files.

Public Domain. With these files you can do what you want, as the author has relinquished all rights or claims of ownership.

Transfer Protocols are a set of rules for computers to transfer files to and from one another. These protocols are a way of ensuring that the file being sent is received uncorrupted. Telephone lines can sometimes produce line noise (junk on the screen) and can easily corrupt files being sent. If an error is found the bulletin board automatically re-sends the piece of corrupted data. The most common protocol is ZMODEM. It has features such as auto downloading and resume downloading. Others such as XMODEM are widely used and are very reliable.

Downloading a file will bring the file from the bulletin board to your computer for later use(off-line). **FIRSTLY** you must tell the bulletin board that you want to download, which file you want and what type of protocol you would like to use. It will prompt you to **START RECEIVING**. At this time you must tell your computer to receive the file. Usually done in a menu option like "DOWNLOAD FILE". It is very important that the protocol you select is one that your terminal program supports. Otherwise the transfer will fail.

Uploading a file is the opposite of downloading. You are posting a file onto a bulletin board for other users to download. Uploading and downloading are similar procedures. Again, tell the computer you want to upload. It will ask you to specify a protocol, then respond with "BEGIN SENDING". Use your communications program to select the file from your computer and it will then start sending. When the upload is completed the bulletin board will ask you for a **DESCRIPTION**. This should

Amiga Central Multi Line BBS System Configuration

Computer :
Amiga 2500/30 (68030/68882)
Memory :
Chip 1 Meg, 2 Meg 32 Bit.
Hard Disks :
40 Meg Rodime Internal, 105 Meg Quantum Internal 70 Meg Priam External
HD Controller : 2090a Hard Disk Controller Card
Modems :
Line 1 - Netcomm V.32 E5
Line 2 - Netcomm V.32 E5
Line 3 - SupraZI Internal 2400
Software :
Kickstart 1.3 Workbench 1.3.2
AmigaDOS 1.3 Xenolink Z1e.

include what the file does and also a version number. When uploading make sure that you are doing so in the correct area. There may be many different file areas depending on how the BBS is set up.

Finding a file. Sometimes you might look for a file on the bulletin board but can't find it. The **FIND** feature can save you a lot of time by scanning all areas searching for the file you are looking for. You can even use an abbreviation if you are unsure of the full file name. **TEXT SEARCH** will search File Names and Descriptions for key words.

File Listing will list in **LONG** or **SHORT** form. The **SHORT** file listing will only display file number, file name, its size and short description.

Archives

Files and disks are compressed and grouped before uploading. This is to save time downloading and make file areas less cluttered. Therefore you must decompress the majority of files before using them. You will notice files on the BBS commonly have a full stop and then a three letter suffix after the name. This suffix indicates the type of archiving program used to compress the files.

If you wish to upload some files to the BBS, they should be compressed (archived) first to conserve space and reduce the time taken for the transfer.

(Ed. For more information on 'archiving' refer to Amiga Workbench - Nov.91).

Doors Programs

Doors are programs that are run on the bulletin board and range from games to simple utilities. Doors are written specifically for bulletin board use and will not run on a normal computer.

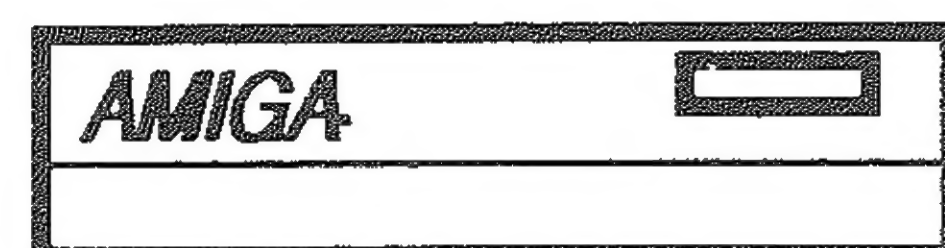
The **TIME BANK** is a door that allows you to save time from one call and recall saved time at a later date. It runs exactly like a bank. You can insert or withdraw time.

FISH FOOD is a program that will allow you to search through a list of FISH disks for programs you are seeking. You can scan headings only, the complete list, list one disk or list a range of disks. This program was written by a local AUG member **CHRIS HAMES**.

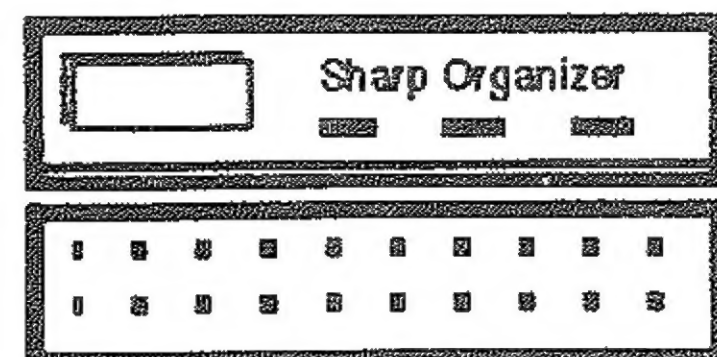
Tele-Conference Section.

This allows users who are on the BBS simultaneously to send messages(chat) directly through the computer. It can be of great use when you have a problem and need only a quick chat with another user. Once in the conference section you can send little messages to other users on the BBS and ask them to come to the conference for a chat. When someone comes to the conference section all people already there are notified. There are many other advanced features of this section. A list of commands can be obtained by typing **"/?"** <RETURN>. If you want to quit the conference section just type **"/q"** <RETURN>. ■

This article is an edited extract from the HELP files on Amiga Central. They can be read on-line from the Bulletin Menu section.



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---------------	------	------	--------	--------	-----------

Cross Talk

Quoting on bulletin boards without quoting systems

by *Kelanie Camden*

IMAGINE YOU are reading through the messages on a BBS and see a comment so stupid that you feel it is your civic duty to correct it. You want to post a cutting and witty response and would like to quote part of the previous idiot's text just to show your response in a favorable light.

Unless you use a bulletin board regularly, that isn't going to make a lot of sense to you. It's like this, you don't want to tie up the BBS's phone line while you type out this other person's rubbish and while some boards let you quote part of the previous message, some of them don't. What can you do in such a situation?

Some people have suggested to me that I get a hold of one of those Console Snip Programs, the ones that will let you Cut and Paste text from one window to another. I have tried two of them - Snipit 1.2 (by Scott Evernden) and Snap 1.4 (by Mikael Karlsson) but they both seem to have some trouble with the IBM font that comes with JRComm.

A solution I recently discovered. A similar one which Nikolai Kingsley told me of was posted on Nemesis. Since Ami multi-tasks it is no problem to have a shell or two running in the background while you are JRComm. In one of these shells type:

CMD parallel ram;text opt 1

(which is to say, 'redirect any output to the parallel port into a file in RAM: called "text" and if you see a file starting with four nulls, ignore it.')

Assuming that you have your printer preferences set up correctly you can then get your terminal emulator to do a screendump. The CMD command redirects this into a file in RAM: which you can then edit and ASCII-upload back to the BBS as a response. Easy!

You can also use the editor to tart

up your response, adding details, sidebars and notes that simply can't be done in the majority of message editors on BBS's. The ones that can do fancy character-based editing,

```
Message #4790 in "General Msgs." (Public)
Date : 07-Apr-91 13:01 (Received on 07-Apr-91 22:23)
From : Gully Foyle
To : Kelanie Camden
Subj : destination
4733 <=
> is only kelanie, is all
> :-)
What this "only"!!
Maybe I should change my destination to Syndaine. :-)
What is it like, and how do you get there?
Seeya when I jaunte your way
Gully
```

And the devastatingly witty response.

Subject: destinationary

```
1 > > What this "only"!!
2 >
3 > is gutter talk, feebl cheese.
4 >
5 > > Maybe I should change my destination to Syndaine. :-)
6 > >
7 > > What is it like, and how do you get there?
8 >
9 > a) syndaine is a file server, a unix box.
10 > achieved a sort of notoriety as the spot where
11 > nikolai and i would leave our text to each other...
12 >
13 > b) syndaine is also a fictitious place in our private future history.
14 > but that's all in my and kolya's imagination...
15 > still, syndaine is a nice place...
16 > >
17 > > Seeya when I jaunte your way
18 > >
19 > i'll listen for the 'boooooom!'
20 >
```

like QuickEd are painfully slow. Especially at 1200 baud (I don't want to think what they are like at 300).

Of course you do get the odd bit of extraneous guff that is used to set the printer up. I find that using a 'Generic' printer setup I have to remove carriage returns from the start of each line. But of course we all have DME macros to handle that sort of thing, don't we?

Admittedly that can all be done in the BBS's message editor, but only after a lot of chopping lines, listing what you have left after the chopping and then chopping some more.

What would you rather use? DME or some line-oriented editor that runs slowly because the characters have to go through the merry-go-round at the Telecom office? ■

Alias

by Angelo Bronchinetti

IF YOU HAVE read Jeff Kirkland's article earlier in this issue you would be aware that DOS commands are there to make life easier for disk users. In this article Angelo takes us through one of the time saving commands available with AmigaDOS.

Just when you thought you knew all your AmigaDOS commands.

In this article I would like to talk about the 1.3 AmigaDOS command ALIAS. What the ALIAS command allows you to do is to use different names/formats for AmigaDOS commands.

For instance, if you type

```
alias d dir
```

in a shell window you will be able to get a listing of the current directory with

```
d
```

Here the text 'dir' gets substituted for 'd'. As another example, if you type

```
d df1:
```

you will get a directory listing of the external floppy disk drive df1:.

The general format for the ALIAS command is

```
ALIAS <alias> <string>
```

When you type a command line that starts with an <alias>, the <string> gets substituted for the <alias> and the remaining text in the command line is added on. In the last example 'dir' is substituted for 'd' and 'df1:' is added on. In the examples in the 1.3 Enhancer Software Manual they have put the <string> in quotes - don't!

If you type the command

```
alias h cd dh0:
```

then 'h BasicDemos' is the same as 'cd dh0:BasicDemos'. One or

up here. An interesting example of alias is

```
alias dh dir "dh0:"
```

'dh' will give you a directory listing of the hard drive 'dh0:'. 'dh dirs' gives you the same listing with directories only. 'dh c' might be an attempt to list the 'c' directory, but only gives an error. The complete directory path has been specified with 'dh0:' in quotes and the dir command is now waiting for a keyword e.g. 'files'.

Some handy aliases to use are:

```
alias h cd dh0: (if you have a hard drive)
alias f cd df0: (for single floppy users)
alias f0 cd df0:
alias f1 cd df1:
alias d dir
alias dh dir dh0:
alias df dir df0:
alias df0 dir df0:
alias df1 dir df1:
alias dirs dir [] dirs
alias fils dir [] files
alias l list
alias e endcli
alias r run
alias x delete
alias tock sys:utilities/clock digital2 12hour
```

two 'arguments' to the <alias> in a command line can be inserted in the string. For instance

```
alias dirs dir [] dirs
makes 'dirs df1:' yield 'dir df1:
dirs' to list the directories in df1:.
```

'dir [] dirs' gets substituted for 'dirs' with 'df1:' put instead of '[]'. Alias can save you a lot of typing.

```
alias tock sys:utilities/clock digital2 12hour
lets you start a 12 hour digital clock with 'tock'. The aliases you create within a shell are unique to that shell. However a script file s/shell-startup is executed whenever a new shell is started. So aliases that you want to be common can be set
```

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Positions Vacant

by Arnie Robbins

Last month we had our AGM. The AUG now has a new committee, and I am sure that there is other mention of who will be doing what (not with whom). The positions on the committee are all filled and the new look committee is already hard at it. However, there are a couple of positions that are not filled by election. These positions are no less, and perhaps more important than the elected committee places.

PD Disk Librarian

Mark Barnes has been our PD disk librarian for the last year plus.

He took over at short notice and has done an excellent job. He deserves a hearty round of thanks especially when you consider that during this time he has also been the club's treasurer.

Unfortunately for us he will not be able to attend the September or October meeting and will shortly be unable to continue at all. (with the club that is, he is healthy as a horse)

The point of all this is to say that this position is vacant and needs to be filled with some urgency. If you

want to volunteer or need a job description give Mark or any of the committee a call.

Book & Magazine Librarian

Ross Johnson has been the Book and Magazine Librarian for at least the last 3 years! There have been many changes during this time with the Library. One thing that has remained constant has been the work and care that he has put into keeping the library available and expanding with new titles whenever possible.

Ross's circumstances have changed though, and he is not always able to attend the monthly

meetings. This position also needs a new volunteer. Ross is able and willing to help and guide the new librarian, the system is already in place, and you get access to all those books you really wanted to read but never got around to buying. If you want more info contact Ross or any of the committee members.

Newsletter Editor

No longer is the Newsletter Editor a one man job. It is now a team effort and for the past year the 'executive editor' of WorkBench has been Ashley Schwall-Kearney. He has resigned this position, and though there are already members interested in joining the production team, one or two more would be greatly appreciated. If you have writing or layout or management skills, or would like to learn them in a team environment give Lester McClure or Jim Berry a call.

Remember we are a club whose greatest strength is the combined expertise of its members. Your contribution to the club will help us to improve the way we serve the members. The more you contribute, the greater your reward.

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E&OE

THE ART SIG on 18th August spent quite a bit of time looking at a program called Image Master. It has many features which allow it to manipulate, enhance and change images. The program has many of the processes that Art Department has.

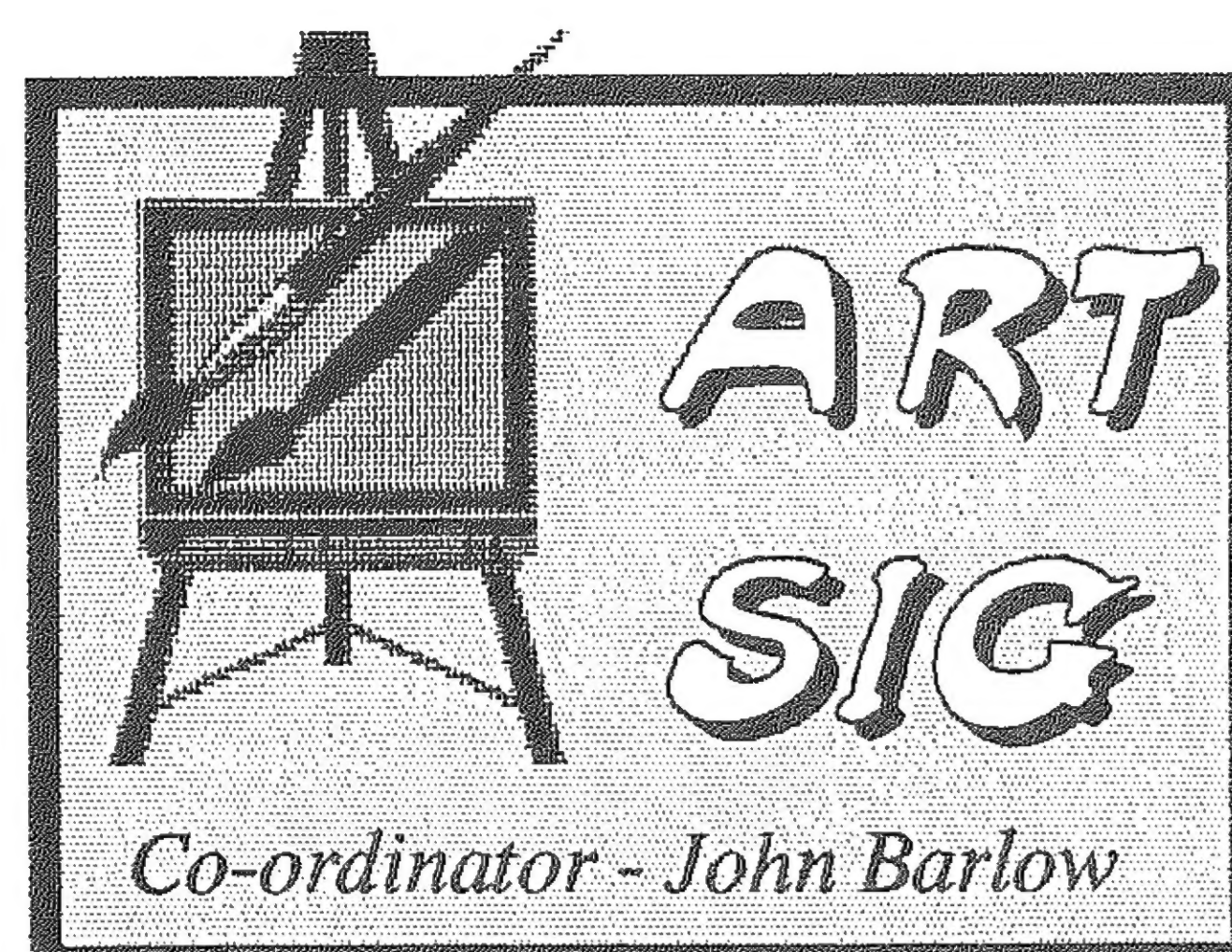
It can perform operations on an entire image or just a small part of an image. It can also perform operations between two different images. The feature that was of most interest to the members in attendance was Morphing.

The program has the ability to produce a series of frames starting from one image and gradually changing it into a second image. Good examples of Morphing can be seen in the Michael Jackson video "Black and White" where faces morph from one to another. There are also several adverts on TV which use this technique.

Morphing has been available to Amiga users since Deluxe Paint IV came on the market. With morphing in DPaint however, say a face is morphed to another. If features such as eyes don't line up the program tends to fade out one set of eyes and fade in the other. The ideal situation is for the eyes to change shape and move to the new position. Image Master has the ability to do this by allowing the user to set Morph points.

The program brings up small images of the start and finish pictures side by side. The user then

marks a point on the first image and a corresponding point appears on the second image. The point on the second image is then dragged to the correct place on that image. It seems the more points used the better the morphing comes out. Once the user is happy with the setup the program



will generate a number of individual frames which can then be strung together into an animation. To get a quicker look at what the animation is going to be like the images can be made much smaller than the full screen.

Image master converts all images into 24 bit pictures and saves them as such but displays them on screen in a variety of user defined formats. In order to put these images into a format where they could easily be turned into an animation that would run on the Amiga, The Art Department was used to convert the 24 bit images to 32 colour images. Image Master could probably have done the same thing but The Art

Department was available and its use well understood.

Once ready, the 32 colour images were loaded into Deluxe Paint IV and viewed as an animation. The machine used to do all this work was Geof Wood's A2000 with a 33Mhz 68030 board, 68882 maths chip and 8Mb of 32 bit ram. A test after the meeting on a standard A2000 showed a huge speed difference between the two machines. Twenty full sized frames on a standard machine took around 24 hours.

At the meeting the frame size animation was only 80 x 50 pixels. This took around 15 minutes to produce a 10 frame animation. One full screen image was produced at 320 x 256 pixel resolution, and this took a few minutes but was much quicker than nearly an hour per image on a standard machine. Although the animation was quite small and it was obvious that a lot more points need to be defined to make a high quality morph, the result was very promising. Perhaps we will see some better examples in future meetings.

The next Art SIG will be held at Aspendale on Tuesday 15th September (All Art SIG meetings will now be held on the third Tuesday of the month regardless of whether this is before the AUG meeting) starting at 7.30 pm. Anyone interested in attending should contact John Barlow at the next AUG meeting, SEAUG meeting or call on 5514760.

AT THE AUGUST SIG we spent some time digging further into SuperJam! and all agreed that it is an excellent program, especially for anyone wishing to compose. The ability to set up your own band with selected instruments, tempo, key, rhythm styles etc, and then tell it what sequence of chords to play is impressive. You can also write sections containing any number of bars and chain them together into a song. Come to the next SIG and learn more about this marvellous program.

The "Save SMUS" option in Bars & Pipes has been a source of frustration for some months, with lots of visits from the Guru. We

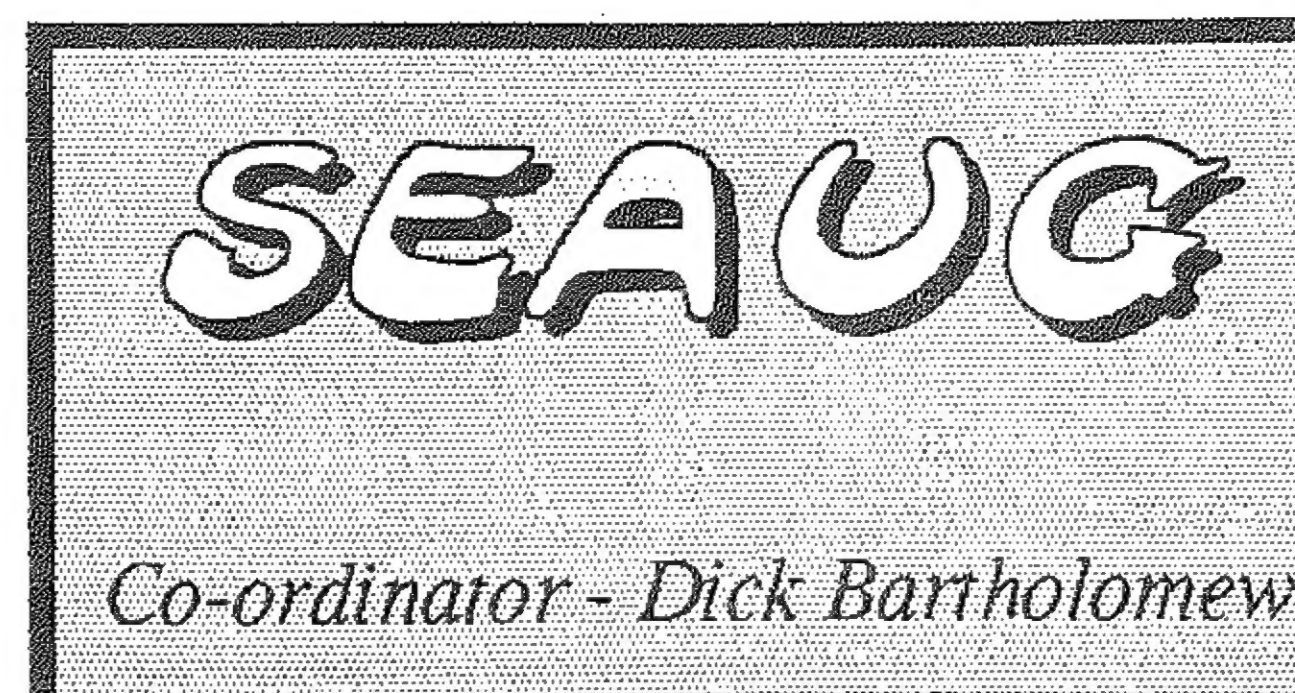


have conducted some experiments and find that it is essential for the music to be in a simple form, preferably one track and severely quantised. In fact the best way to do this is to use step entry in edit mode. Quantise should be set to 100%

precision and lock zone, including note on and note off. With this method we finally got it to work.

The FB01 editor again came under scrutiny as one member was having problems transferring a dump. This was tracked down to the fact that two MIDI cables are necessary - evidently there is some handshaking.

A reminder again that this SIG is held on the evening immediately following the monthly Holmsglen meeting. So the next one will be 7.30 pm on Monday, 21st September at Keysborough. Please take a diary note now and phone 798-6552 if intending to come. Once again I appeal for volunteers to be hosts for the SIG.



THE SEAUG has had a good month with attendance up and a series of good demonstrations. The future also holds a series of good demos including a peek at Opal Vision and a demonstration of some MIDI software called "Super Jam!" which will be reviewed by Norm Christian.

The past has given us some great times but now, with a new Committee we will be looking to the future for inspiration. On that note Arnie Robbins will be giving us that "PEEK" at Opal Vision. A 24 BIT or 16 million colour card which plugs into the Amiga 2000, 2500, 3000 or 3000T. As far as I can see this is just a small slice of the Amiga's future.

The Committee Elections which were held on Tuesday August 25 gave us fine results, amplifying future potential. I must apologize however, as the results of the committee elections have slipped my mind and the paper which I wrote them on has gone missing. So I'm sorry if some are mixed up.

The positions voted on after being declared vacant were filled as below:

Co-Ordinator Dick Bartholomew
Ass Co-Ordinator Chris Quonoe
Secretary Robin Whitehead
Treasurer/
Membership Officer Tom Barath
Ordinary Member Rodger Lloyd

On a tangent, SEAUG has again volunteered its services to create and publish this year's Disk Magazine as we had a great time doing it last year and are happy to participate again. I would encourage all writers, artists, musicians and programmers to submit their pieces for review and later publication. With a distribution of about 1000 anything could happen.

See You at SEAUG,

Russell



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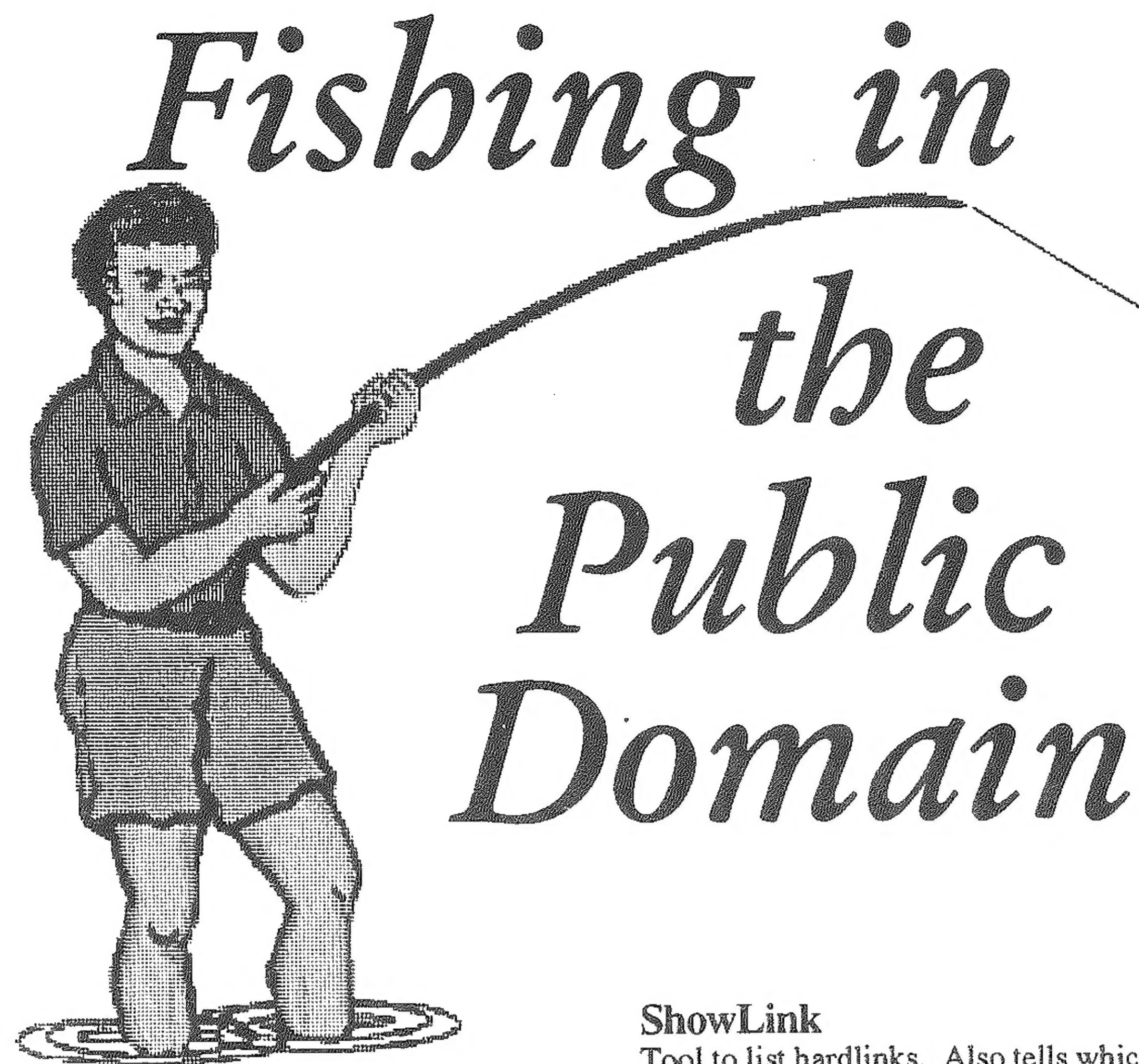
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FISH DISK#683

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KFAST

Key Frame Animator with Skeletal Technique. A collection of functions to implement a two-dimensional object based animator designed to use the skeletal technique of modeling objects and simple tweening to free the animator from the labors of producing smooth transitions between key drawings. A crude demo program has been included utilizing the routines. Version 0.5, includes source. Author: Craig M. Lever

LE-NAG

LeverEdge NAG is a program to remind you of events before you miss them. Events can be scheduled to occur once or repeat daily, weekly, monthly or yearly. You can be alerted of the event in a number of ways from a screen flash to a message requester. Version 92.05.02, shareware, binary only. Author: Craig M. Lever

PrintFiles

A freely redistributable print utility to replace the standard workbench Printfiles command. Supports Arexx, application icon, and setting up a print list with unlimited number of entries. Requires OS 2.04. Includes two versions, V0.91e in English and V0.91d in German. This is an update to V0.9 on disk 632. Includes source. Author: Karlheinz Klingbeil

ShowLink

Tool to list hardlinks. Also tells which file or directory the link points at. Version 1.1, includes source in Oberon. Author: Christoph Teuber

FISH DISK#684

AL

Archive Lister. Recognizes and lists contents of archives created by ARC, LHarc, LHA, LZ, ZOO, APE, ZIP, WARP, DMS and ZOOM. AL is fully standalone and doesn't call upon the original archivers to list contents. Binary only. Author: Oliver Wagner

CpuClr

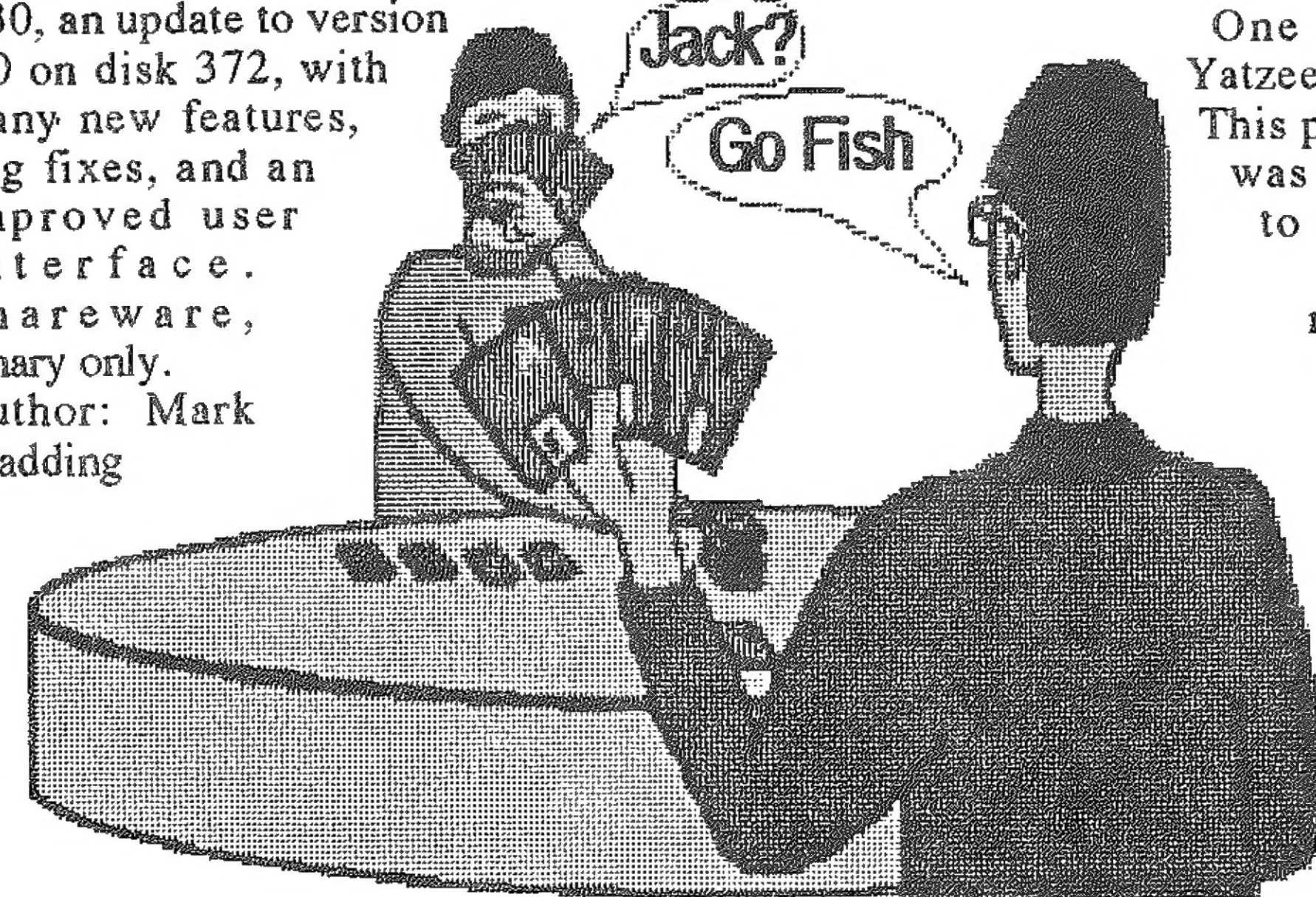
A hack in the spirit of "CpuBlit". Replaces the BltClear() call in graphics.library with a 68030 optimized processor routine. Includes source in assembly. Author: Oliver Wagner

EmptyHandler

Another example of a filehandler. This one creates empty files of any given length. Includes source in C. Author: Oliver Wagner

MagPages

A software package that allows you to create and display a disk-based magazine. The magazine produced is of a similar format to that of a traditional paper magazine. You can combine text and graphics on a single page, branch to different sections by clicking on icons and play sound and music. Features a full intuition driven interface. Version 1.30, an update to version 1.0 on disk 372, with many new features, bug fixes, and an improved user interface. Shareware, binary only. Author: Mark Gladding



YatZ

One player Yatzee game. This program was written to take up little memory and to

PlaySound

A tool to replay IFF-8SVX sounds using double-buffering while the sound file is being loaded from disk. Also serves as an iffparse.library and audio.device programming example. Requires Kickstart and Workbench 2.04 (or higher). Version 1.1, includes source in 'C'. Author: Olaf 'Olsen' Barthel

FISH DISK#685

DiskPrint

A label database which prints and stores disk labels for 3.5" and 5.25" disks. Primarily created as a combined database and print utility for FD disks, it includes easy-to-use label library functions (like printing labels for a whole FD series in one turn or multiple print of one label) and labels for most FD disks which are available within a few mouse clicks. Features include a fast search routine, user-definable label layout, different label sizes, intuition-based disk directory read-in and a lot more. Very configurable. Works fine with every printer connected to the parallel port and AmigaOS 1.2, 1.3, and 2.x. This is version 3.51, a major update to version 3.4.3 on disk 567. Both English (PAL & NTSC) and German versions. Shareware, binary only. Author: Jan Geissler

FreeCopy

FreeCopy is unlike most copiers in that it does not actually copy disks. It removes the protection so disks can easily be backed up with almost any program, and in some cases be installed on your hard drive. This is version 1.8, an update to version 1.4 on disk 498. Public domain, binary only. Author: Greg Pringle

MCMaster

MCMaster is another cassette tape cover printing utility which should work together with any printer which supports pica and fine. Other features include a search function and a list function which allows you to put all the song names in a list gadget to scroll around. Version 1.1, freeware, includes source in C. Author: Michael Watzl

PublicManager

Public screen tool which opens public screens which are freelyconfigurable (depth, size, font, etc) and have their own menu (palette, quit, tools, etc). Includes two little tools to modify the public screen modes and the default public screen. Version 1.2, freeware, includes source in C and assembly. Author: Michael Watzl

multitask nicely. This is version 1.1, an update to version 1.0 on disk 498. Public domain, includes source in C. Author: Greg Pringle

FISH DISK#686

BonAppetit

Bon Appetit is a recipe database manager that automates recollections and allows for far more flexibility than regular index cards. You can search for recipes by title, keyword, or ingredient. You can import recipes in BonAppetit's own format or 3 popular MS-DOS formats, so you can quickly build a recipe collection. Includes complete recipe utilities and 24 recipes to get you started. Version 1.3. New features include recipe browsing, mass export, less cryptic error messages, and many bugfixes. Shareware, binary only. Author: Boris Shor

DWFIcons

A collection of icons for WorkBench 2.0, including some that are for an interlaced WorkBench. Author: David W. Ferguson

DWFPresets

A collection of AmigaDOS 2.0 presets for pointers, palettes, screen modes, and WorkBench backdrop patterns. Author: David W. Ferguson

MultiBox

Request utility which can be used in scripts. Unlike other tools (QuickRequest, Request, etc) it uses checkbox gadgets. Includes source in C. Author: Michael Watzl

NewPos

A tool to resize and move the active shell window directly or from scripts. Freeware, includes source in assembly. Author: Michael Watzl

FISH DISK#687

AmigaEMS

A utility program for Amiga bridgeboard users that allows you to use any amount of Amiga memory as expanded memory on the bridgeboard. AmigaEMS is LIM/EMS 4.0 compatible. This is version 1.01, shareware, binary only. Author: drs. A. D. Hagen

FracBlank

A commodities screen blanker written for Kickstart and Workbench 2.04 (or higher). When running will blank the screen and start to draw real plane fractals such as described in the September 1986 issue of Scientific American. The resulting images may remind you of spiders' webs, lace or even the Chladnian patterns formed by grains of sand strewn across a vibrating surface. This is version 2.2, an update to version 1.8 on disk 588, and includes numerous bug fixes and enhancements (such as a new fractal type and a font-sensitive user interface). Includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

PowerPlayer

A very powerful, user friendly and system friendly module player. It can handle nearly all useful module-formats (Noisetacker, MED, Oktalyzer, etc.), can read powerpacked modules and comes along with its own cruncher that uses the powerful lh.library written by Kregel/Barthel.

Needs the powerpacker.library and the reqtools.library to run, both included in the package. Also includes some sample modules. This is version 2.7, an update to version 2.1 on disk 647, freeware, binary only. Author: Stephan Fuhrmann

SFCoder

A program that allows you to encrypt and decrypt files by using a password. Uses complex routines to assure the security of your data. Requires OS 2.0 to run. Version 3.0, freeware, binary only. Author: Stephan Fuhrmann

XPRD

eXternal PRotocol Driver. A standalone driver utility for doing file transfers with XPR libraries. Has many features like carrier checking and return code redirection (for "stupid" languages). Includes source in C. Author: Oliver Wagner

XSB

eXternal ScreenBlanker Standard. Documentation and examples of a new library standard for fancy screen-blankers. Includes Standard, Shuffle and Psychedelic blankers. Public Domain, source in C is included. OS 2.0 only. Author: Oliver Wagner

FISH DISK#688

OctaMEDPlayer

Standalone player program for playing songs made with OctaMED. Can load sng+samples-format and MMD0-MMD1-modules made with MED V2.10 or later, or any version of OctaMED. Can play standard four channel Amiga songs, MIDI songs, 5 to 8 channel OctaMED songs, and multi-modules. Has a nice 2.0 look and works fine under 2.0 as well as 1.3. Version 3.00, binary only. Author: Teijo Kinnunen and AMIGANUTS UNITED

ScreenSnap

ScreenSnap allows you to save and close screens of any application. It requires OS 2.04 and includes German documentation. This is version 1.12, binary only. Author: Oliver Graf, T.O.M. Software Wuppertal

UpdateIcon

A tool to add icons to files and drawers which do not yet have icons attached, to update the default tools and to reset the positions of icons. Very handy for installation scripts. Requires Kickstart and Workbench 2.04 (or higher). Version 1.0, includes source in C. Author: Olaf 'Olsen' Barthel

FISH DISK#689

AssignWedge

An AssignX clone, redesigned from the ground up, which fixes a couple of potential bugs in the original program and is also able to cope with an internationalized operating system. Kickstart and Workbench 2.04 or higher required. Version 1.1, source in 'C' is included. Author: Olaf 'Olsen' Barthel

Phone

A funny strategy game. Your goal is to connect everyone to the phone system without running out of wire. The country in which these people live is full of high mountains, deep rivers, and

highly frequented roads, so connecting everyone up may not be easy. Binary only. Author: Tobias Eckert

TKEd

TKEd is a very comfortable Intuition-based ASCII editor. It can read texts packed with PowerPacker, has user-definable menus, a comfortable AREXX-interface with 102 commands, an interface to some errortools for programmers, macros, undo, supports foldings, and many other features. TKEd is reentrant and can be made resident. It also checks itself for linkviruses. Version 1.05, an update to version 1.00a on disk 620. Binary only. Author: Tom Kroener

FISH DISK#690

FastGif

A fast GIF87 file viewer written in very optimised asm, but displays only pictures with no more than 32 colors. Supports overscan, NTSC & PAL display, allows scrolling for big pictures. Version V1.00, binary only. Author: Christophe Passuello

Find

Yet another file find utility, different from other programs of this kind in that it requires Kickstart and Workbench 2.04 (or higher) to run, sports a font-sensitive user interface, includes Workbench AppIcon/AppWindow support, filetype identification and other goodies. Version 1.7, includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

HDFixer

Some of the newer A3000's have high density floppy drives. In the 37.175 version of kickstart, HD disks are not completely supported in HD mode. This program patches the system so that kickstart V37.175 owners are able to use 1.71 MB HD disks in the floppy drive. Requires Workbench 2.04. This is version 1.10, an update to version 1.00 on disk 645. Binary only. Author: Peter-Iver Edert

Rescue

A non-multitasking shoot'em up game with smooth scrolling in three directions, four different pieces of music, highscore list, cheat mode, etc. Automatically notices if started on an NTSC or PAL machine, and uses full PAL screen or NTSC overscan screen. Binary only, shareware. Author: Tobias Eckert

VirusHunter

A harmless screen hack. Author: Tobias Eckert

FISH DISK#691

CManual

Disk 1 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga it consists of six manuals, with more than 40 chapters, 175 fully executable examples complete with source code, and several utilities and other goodies. The manuals describe how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, etc. They also explain how to use your CCompiler and give you important information about how the Amiga

works and how your programs should be designed. When unpacked, the manuals and examples nearly fill up twelve standard Amiga floppies. This is version 3.0, an update to version 2.0 on disks 456 and 457. Because of its size, it is distributed on five library disks, 691 through 695. Author: Anders Bjerin

FISH DISK#692

CManual

Disk 2 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. Author: Anders Bjerin

FISH DISK#693

CManual

Disk 3 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. Author: Anders Bjerin

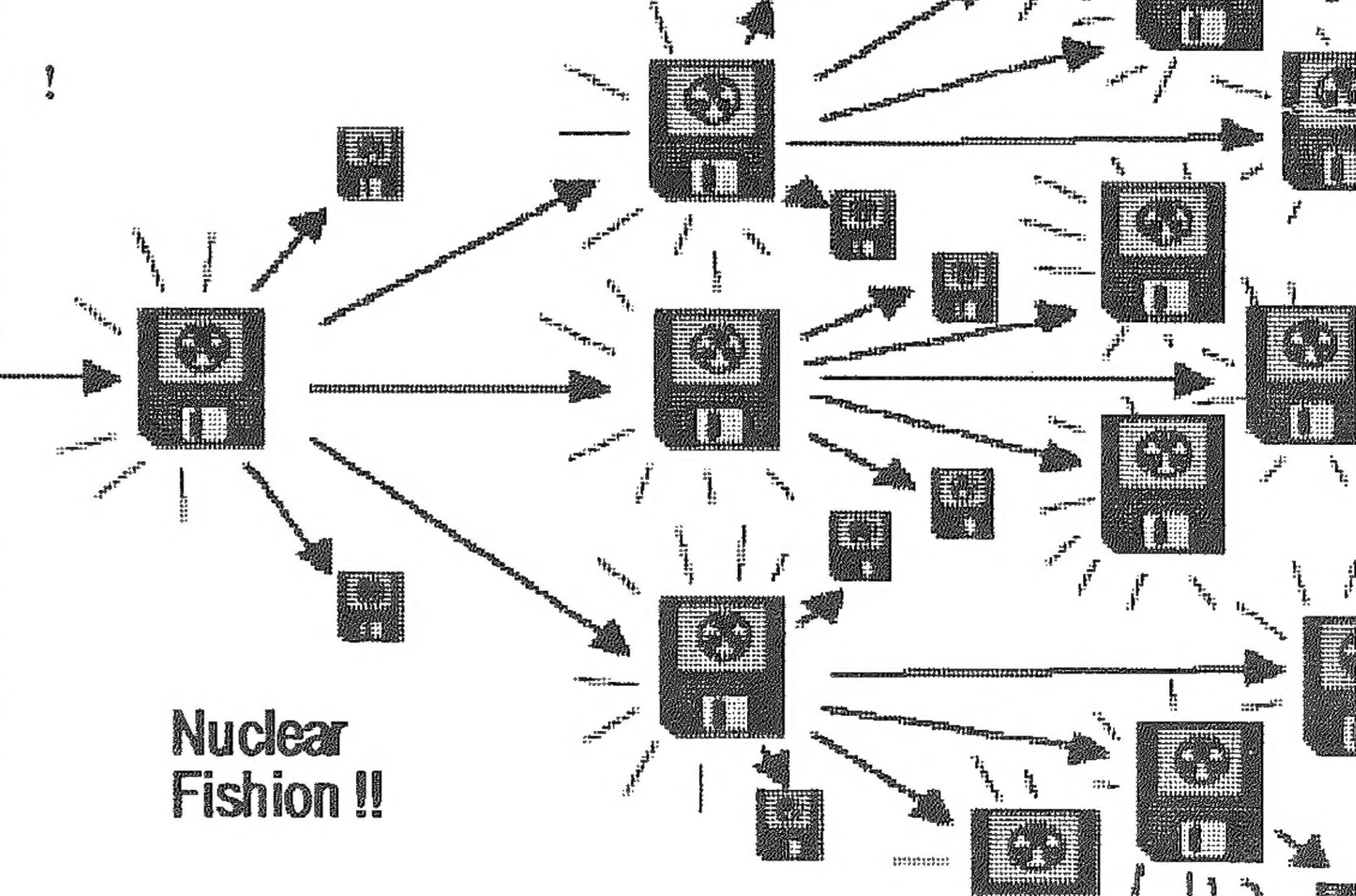
FISH DISK#694

CManual

Disk 4 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. Author: Anders Bjerin

CrossMaze

A crossword puzzle game where the player is given the words but no clues. The object is to find a way to place all the words back into the puzzle. Options include 10, 20, or 30 word games with one or two players. Version 1.0, binary only. Author: James Butts



Nuclear Fission !!

Kan

A program that patches a replacement delete function into the DOS library. This program will simulate the Trashcan function provided by Workbench. Support programs provided to allow automatic purging of Kan directory from startup sequence. Compatible with 1.3, 2.0 and Amiga 3000. Version 1.0a, an update to version 1.0 on disk 660. Binary only. Author: James Butts

PgmToShd

Takes a standard PGM format graphics image and creates from it a PPM image containing information to view black and white images in 151 shades of gray instead of the Amiga's standard 16. It uses the monochrome composite video output jack available on the Amiga 500 and 2000, so provided you have one of

these computers and a monitor capable of receiving its input through composite video, no modifications are required to the Amiga. The PBMPlus library of graphics manipulation routines is required to make use of this program, as well as a standard IFF viewer such as Mostra. A sample test image is included. This is version 1.0, binary only. Author: Dan Charrois

FISH DISK#695

CManual

Disk 5 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. Author: Anders Bjerin

ICalc

A powerful calculator with many features, including user defined variables and functions, C-style programming constructs, complex number calculations and more. Has comprehensive instructions, and numerous examples. This is version 2, a significant update to version 1.1 on disk 550. Binary only, source available from author. Author: Martin W. Scott

PPData

A small utility for crunching data files using NicFrancois' power packer .library. Requires Kickstart 2.0 or later. Includes source. Author: Martin W. Scott

FISH DISK#696

CLITools

Two small shell commands, touch and time, which behave like their UNIX cousins, and can be made resident. Kickstart 2.0 or later required. Includes source. Author: Martin W. Scott

Drivers

Printer drivers for the Canon BJ10, BJ20, BJ130, BJ300, BJ330, and the 9 pin Epson mode Star printers. Includes preferences programs for controlling additional options such as margin, timeout, job end signal, arXon switch box, greyscale conversion function, customized tab stops, default typeface, and more. Binary only. Author: Wolf Faust; distributed by Canon Europe N.V.

More Fish.....

IFSLab

An Iterated Function System fractal generator. This one focuses on the "Collage Theorem". It permits you to draw an approximate outline of the planned fractal, then create the collage directly, jigsaw-puzzle style, from actual reduced images of the outline that you can manipulate and deform with the mouse. The attractors of the resultant IFS codes can be rendered in black and white or in grayscale, and saved to IFF files. Version 1.0, includes source in C.
Author: Nathan Zeldes

MemSnap

A small memory monitor useful for seeing how much memory other programs take up. Based on a program called Memeter, which broke under Kickstart 2.0. Requires Kickstart 2.0 or higher. Includes source.
Author: Martin W. Scott

TinyClock

A cute little analog clock with lots of features, including pop-to-front, hourly chirp, and alarm. Size and colors used are configurable, and it uses very little memory or CPU time. Requires Kickstart 2.0 or higher. Binary only.
Author: Martin W. Scott

WindowTiler

A WB2.0 commodity for arranging windows. Comes with many tool types to help customize it. Supports virtual screen users, tiling, cascading, refusing windows & screens, exploding windows, etc. This is version 2.1b, an update to version 1.2.1 on disk 623, with many enhancements and bug fixes. Binary only.
Author: Doug Dyer

FISH DISK#697

Hackdisk

A complete replacement for trackdisk.device minus support for 5.25 inch and 150RPM floppies. It offers a verify option and is faster than

trackdisk 2.0. Hackdisk is supplied as a Rom Tag module and may be RamKick'ed or placed directly in the Kickstart ROM. Free for non-commercial use, assembly source included. This is version 1.10.
Author: Dan Babcock

HiSpeed

A high speed printing utility for DeskJet printers. Output is reduced to about 1/4 of its original size. The maximum processing speed is 4 pages/min. Supports ANSI ESC codes (e.g. Italics), single or double sided printing, multiple copies, and free layout. Two fonts are available. DeskJet RAM cartridge required. Version 2.7, shareware, binary only.
Author: Dietmar Eilert

QMouse

An unusually small and feature-packed "mouse utility". Was inspired by, but not derived from, the original QMouse by Lyman Epp. Features include automatic window activation (like WindX), top-line blanking for A3000/A2320 users, system friendly mouse blanking, mouse/acceleration/threshold, "PopCLI", click-to-front/back, "SunMouse", "NoClick", "WildStar", Northgate key remapping, and more. Requires Kickstart 2.0, but is not a commodity. Only 3K. Version 2.10, public domain, assembly source included.
Author: Dan Babcock

TypoGrapher

A softfont editor package for 24-pinwriters and DeskJet printers (any model). Editor supports Laser fonts, DeskJet fonts, Amiga fonts, pinwriter fonts and IFF files. Features include about 40 drawing commands, special effects (e.g. 3D look), import/export of IFF images, generation of width tables, and more. Includes several tools for easy download (e.g. simulation of "soft" font cartridges). Requires at least 1Mb of memory. Version 2.05, shareware, binary only.
Author: Dietmar Eilert

FISH DISK#698 SCRAM500

The first of a series of Public Domain "KitWare" hardware projects for the Amiga. On this disk you will find the design for an 8Meg RAM and SCSI controller for the Amiga 500 (SCSI RAM for the 500 = SCRAM 500). You will also find an order form to obtain PCB, chips and whatever you need to build one. The SCRAM 500 is easy to build, cheap and should be useful to a lot of people. Included in this distribution is complete documentation on how to assemble a SCRAM 500, notes for Amiga 1000 owners, a description of the custom chips, design notes, troubleshooting guide, user's manual, bill of materials, 12 HPGL plot files for schematics and PCB layout, hard drive partitioning software, a mountable device driver, a ROMable driver, and more!
Author: Norman Jackson

FISH DISK#699

EZAsm

Combines 68000 assembly language with parts of C. Produces highly optimized code. Uses C-like function calls (supports all 2.04 functions), braces, "else", "fd" support, and muchmore. Comes bundled with A 68k and Blink, for a complete programming environment. This is version 1.7, an update to version 1.6 on disk 592. Includes example source and executable files. Binary only.
Author: Joe Siebenmann

IFFConvert

A program to convert the different compression methods of IFF ILBM files. It supports the normal compression, a new compression method that compresses column by column instead of row by row, and uncompressed files. Version 1.11, includes source.
Author: Matthias Meixner

MungWall

Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes,

etc. Can even identify the owner of the memory by task name. This is version 37.52, an update to version 37.51 on disk 659. Binary only.
Author: Commodore Amiga; submitted by Carolyn Scheppner

ReOrg

ReOrg is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High-Density drives. Includes program versions in English and German for use with Kickstart 2.04 only. This is version 2.3, an update to version 2.1 on disk 678. Shareware, binary only.
Author: Holger Kruse

Shrink

A new archiver that uses dynamic arithmetic encoding with a dictionary size from 1-64Kb. Slower than other archivers, but seems to get better compression ratios. Another interesting feature is that it uses a new IFF format for its archive files. Version 1.1, binary only.
Author: Matthias Meixner

Sizer

Reports the size of selected disk objects (including subdirectories). It reports the number of bytes in all plain files and the number of blocks occupied by files and directories. It is intended for the Workbench user who wants to know if there is room to drag-copy one or more icons. Includes source and binary.
Author: Fabbian G. Dufoe, III

FISH DISK#700

TextPlus

TeXPlus Professional is a TeX frontend word processor. Now you are able to create TeX documents without having to know anything about the professional typesetting program TeX. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX. Contains both the English version (4.00EN) and the German version (4.00N). These versions are updates to the 3.00 versions on disk 484. Shareware, binary only.
Author: Martin Steppeler

This month's fish were drawn by Eric Fillisch

Melway Map 28 Reference - J 7

Essendon Community Centre

NWAUG

Pascoe Vale Road

PARKING

Kentucky Fried Chicken

Puckle Street

N

North West AUG meets on the first floor of the Essendon Community Centre every second Monday from 7.30 pm.

Melway Map 86 Reference - H1

Cheltenham Train Station

Cheltenham Hall

Charwen Rd

Entry

Police

Court

Post Office

SE AUG

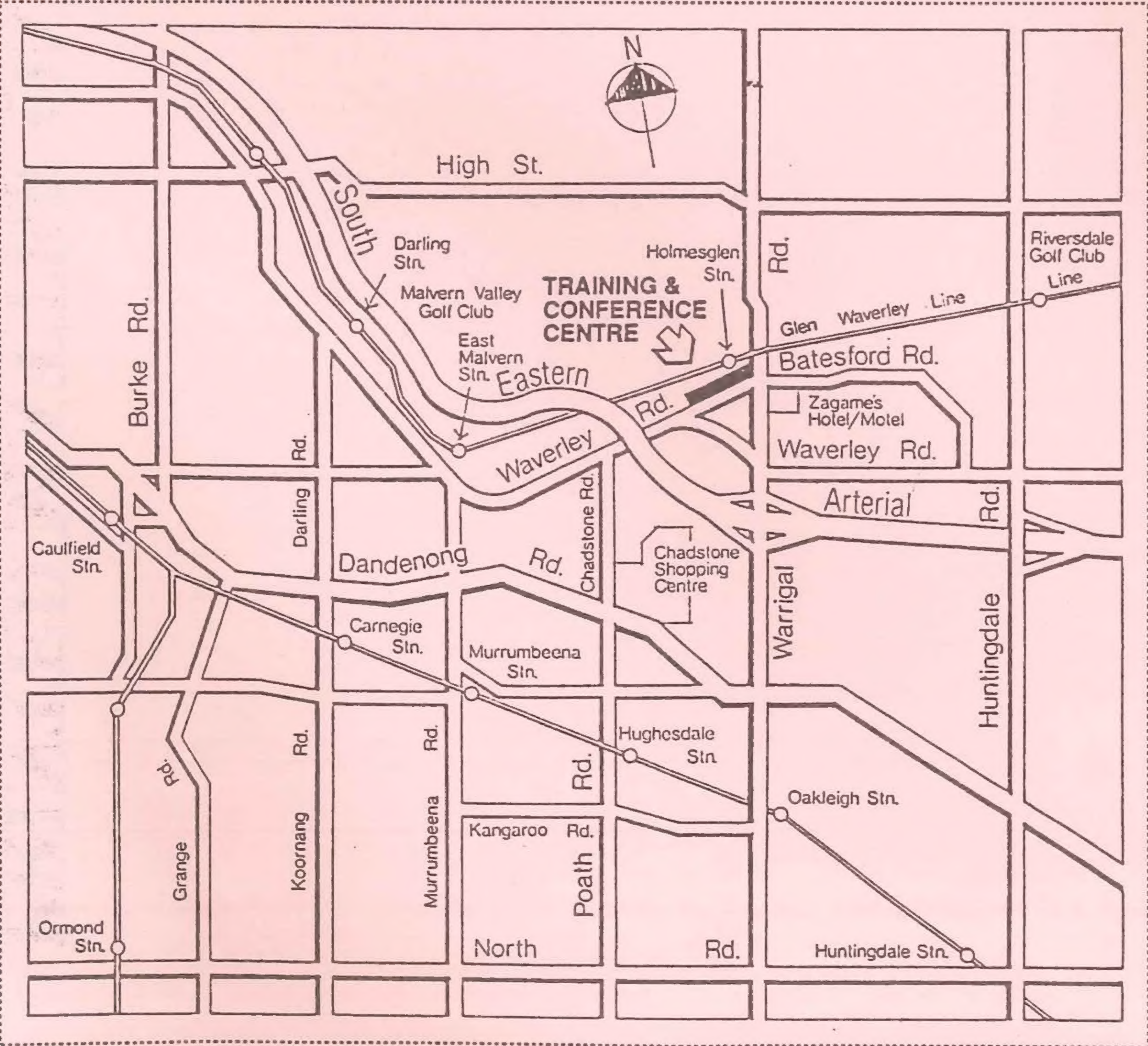
Napean Hwy

To Frankston

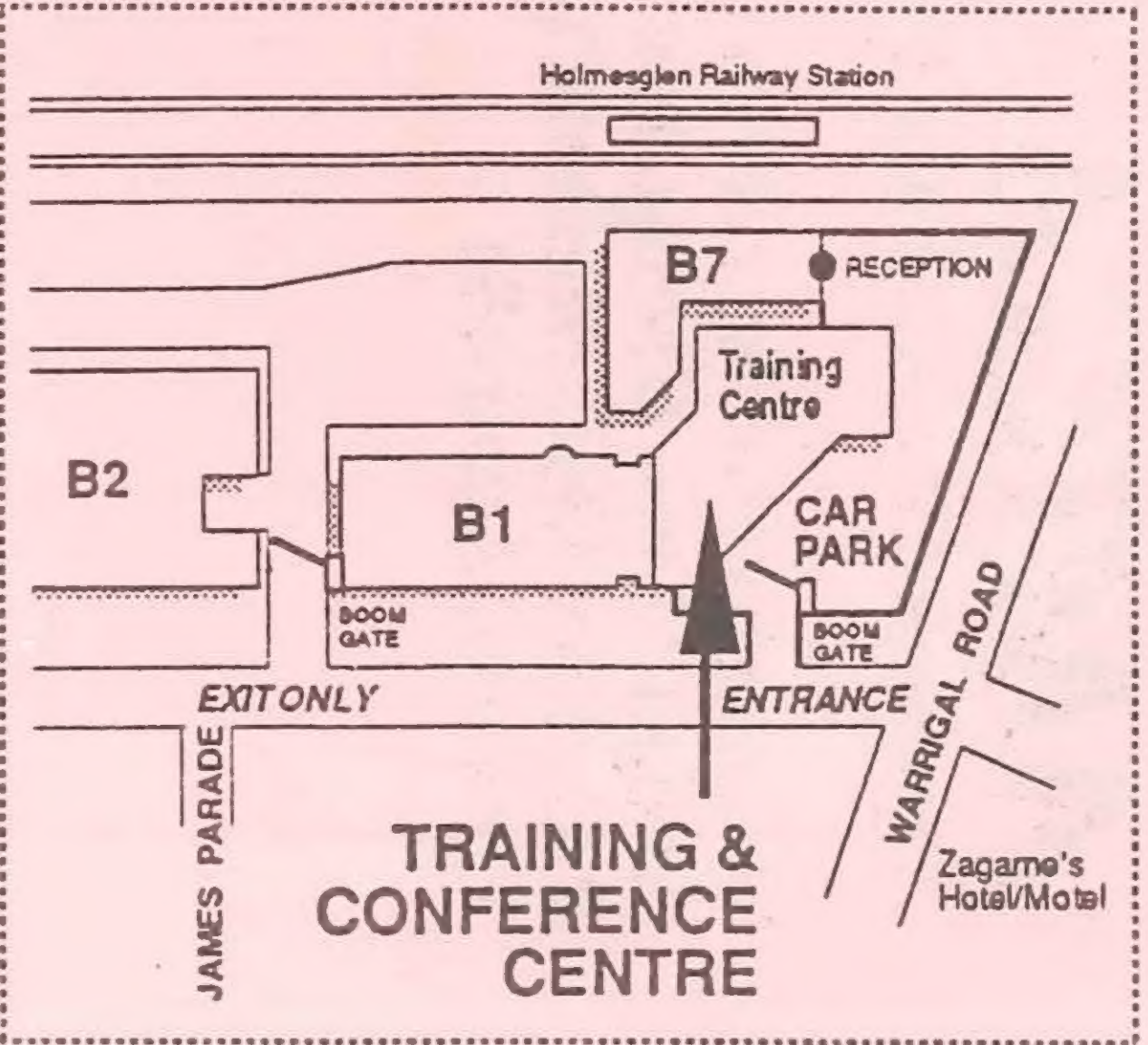
To Melbourne

South East AUG meets at the Cheltenham Hall on the 2nd & 4th Tuesday each month from 7.00 pm.

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Disks supplied by the Amiga Users Group @ \$4 each							\$		
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Member's Name:							Membership #		
Address:							Postcode:		



AUG Meeting Sunday 20th.
September. Holmesglen
Conference Centre Chadstone.
Melways 69F1
Doors open 1 pm.
OpalVision
Demonstration



AMIGA *Workbench*

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